

## Star Wars

### Wizard's RPG Stories

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#### Winter Fantasy Preview

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Two years ago, the "Eyes of the Sun" trilogy marked the introduction to the RPGA's Living Force campaign, a first chance for the citizens of Cularin to become heroes, and a first chance for players the world over to experience a Living campaign set in the Star Wars universe. That first trilogy premiered at Winter Fantasy 2001 and saw the introduction of the Metatheran Cartel, El-6RA, and a great many other NPCs -- and, more importantly, the introduction of the heroes of Cularin to the limelight.

Cularin has changed in ways no one could have predicted. The dark side -- always a threat, particularly with so many current and future Jedi present -- has lashed out, warping everything it touches, creating dissension and anger, fear and mistrust, hatred and suffering. Now, ten years (game time) since that initial foray into Cularin, the galaxy is at war, and there are many forces at work. Winter Fantasy 2003 is therefore happy to present the "Forces of Cularin" trilogy by Matthew Domville.

It has been a long, long time since all was well in Cularin. Master Lanius has sensed a disturbance in the Force, and he has communicated to me, on many occasions, that he is not certain how the disturbance may be resolved. Since we emerged from that non-space, or whatever it was, that the dark side created to pocket us away from the remainder of the universe, I have spent much time in meditation.

It is not my natural way, to sit and wait. I have always favored action over inaction. It is one of my flaws. But I will continue to meditate until I have come to some deeper understanding of the business of the system.

A great deal of pain emanates from the Tarasin settlements on Cularin. It seems apparent that all is not well there, but the Tarasin have long tended to keep to themselves when things went badly. I cannot blame their mistrust of outsiders. It was, after all, outsiders who cut their ch'hala trees, and outsiders who instigated the bloody and unfortunate uprising several years ago. The Jedi have maintained good relations with them, but the failing health of Mother Dariana threatens to remove one of the unifying elements of the system. She is a truly good individual who has seen the path of darkness and has denied its power over her. She is a model that more Jedi could justifiably choose to follow.

So much anger I sense in my students. I speak with them, and then they go out into the world and use their anger against others. I can sense the dark side growing in some of them, but for every one we send from the Academy, two

more pop up with the potential to cause trouble. The students must learn to police their own; they will not always have us around, and if they begin losing their fellows to the dark side, they must understand that they, too, are a step closer to the darkness. All of us must work to understand the sources of anger, and to work past such negative emotions.

There are rumors that the Believers have brought another fallen Jedi to their cause. How they find so many, I do not know. How few we lost, for so long, and now, how many we have seen! I hope that our Padawans and our Knights can find the strength and skill to do what must be done, and to keep the system safe.

It would be easier, I suppose, if we could stop the trappings of life. It would be easier if we could put a moratorium on gatherings, meetings, and celebrations. But life must go on, and we must watch, protect, and serve the will of the Force. I have a bad feeling, though, about many of the upcoming gatherings in Cularin. That we are suddenly "back" does not mean it is a good idea for everyone to come here. That novelty provides too good a cover for those who wish to do ill.

I must meditate on these thoughts.

- - from Master Kirlocca's personal logs

The "Forces of Cularin" trilogy, to premiere at Winter Fantasy 2003, begins with "Force Concession," follows with "Force Contention," and concludes with "Force Convention." An interactive event, "Force Conflagration," will also play at Winter Fantasy. Come - see what has Master Kirlocca so concerned.  
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